CONSERVE OUR WILDLIFE RESOURCES

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THE ARCADIAN PUBLICATION
ATTN: R.Fabris

Dear Bob:

As soon as it it finished I will be sending you a tape of my original Bally BASIC prog. M-I FIND YOGI which is an update of the prog I sent you in Jan. as G-II. The first one was included on a tape of Basic Art and mainly was to show my style, etc. The new version includes algorithms , etc learned from reading the ARCADIAN.

I developed a shorter and easier to use system for entering single digit data into the computer without using the INPUT command or pressing GO which to me is always a pain! I simply use : X=KP-48 . Multiply enteries can be made:X=KP-48; Y=KP-48;Z=KP-48 etc.

When recording a Bally Basic program onto tape I type the following on the keyboard at the end / : RETURN;RUN GO (RETURN, RUN & GO are pressed - not typed or spelled) and then stop the recorder. When the program is played into the computer : RETURN; RUN GO will appear on the screen and the program will self-start.

When in ASTRO Basic I preform the following after I have created a new (or updated prog.): Clear the screen and set NT=3. Then I press CLEAR; followed by any of a number of different commands such as BC or FC=, BOX, CX= ,CY=, PRINT, etc. Then I prees GO several times to move the cursor down, enter :PRINT start the recorder and press GO. Whatever is on the screen will be transferred to the tape along with the prog. and will be transferred back onto the screen when the program is reloaded from tape. This way titles, etc can be made to appear on the screen along with colors and it is easier to see that the tape and computer are functioning correctly. In a way I miss the listing on the screen in the Old Bally Basic system but I do not miss the time. With the old system it was possible to load small segments of programs to be added to new programs. I kept a 'blank' program on tape and used it to start most of my new programs - not with ASTRO. *See att.*

It is possible that the above algorithms, etc have appeared in older issues of the Arcadian (?). I sent you an order for VOL.III two months ago - almost. You cashed my check a month ago and I still have not rec'd Volume III which I really need - another couple of months and I will not be programming until late fall.

Best regards,

Stan

P.S. I, like many other people, have many excellent BALLY BASIC programs, which here 'copied' from outside sources, Find YOGI is original - it has many other people - INTRODUCTION for instance of ALGORITHMS from other people.

Enclosed + M II Art

STANLEY KENDALL
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FIND YOGI (SELF STARTING)

BALLY T-BASIC PROGRAMS   BY: STAN KENDALL   DATE 2/82

PROGRAM   M-I   (0 → 90)

INSTRUCTIONS & ASSIGNED CONSTANTS
A B C D E F G H I J K L M N O P Q R S T
m = multiply; d = divide   U V W X X Z

```
1. 2. 3.   C "FIND YOGI"
6. PROG. M-I ?. BY  S. KENDALL
10 D=∅; C=∅; G=∅; F=∅; J=d
20 BC=121 ; FC=127
30 CLEAR; L=4; NT=3
40 PRINT "  ⚡ FIND
50 PRINT "  YOGI ⚡
60 Q=29 ; V=37
80 PX X=-80 TO 160÷L-80
82 MU=RND(80)
90 FOR Y=Q TO 43
100 IF PX(X,Y) Box (X+81)m
    L-79, (Y-V) m L, L, L, 1
110 NEXT X; NEXT Y
111. FROM PROG. BIG LETTERS
    by D. SANDIN & P. MORTON
    ARCADIAN VOL. 2, P20
140  GOTO 1030
150 BC=127; FC=121
152 CX=-40; CY=30
154 PRINT "   FIND YOGI
160 CY=5
170 PRINT " ① ?
180 CX=-46; CY=-40
190 PRINT " ON A 10X10 GRID
200 FOR A=-20 TO 20 STEP 5
210 Box A,∅,1,40,1
220 NEXT A
230 FOR B=-20 TO 20 STEP 5
240 Box ∅, B, 40, 1, 1
250 NEXT B
260 GOSUB 3000; CLEAR;
    RETURN
300 Box ∅, 2, 48, 20, 3
310 Box ∅, 6, 4, 8, 3
320 Box ∅, -5, 24, 2, 3
330 Box ∅, 16, 32, 8, 3
340 Box ∅, 24, 24, 8, 3
350 Box -8, 16, 4, 4, 3; Box 8,
    16, 4, 4, 3
360 Box ∅, 20, 56, 1, 1
370 Box -8, 16, 1, 1, 3
380 Box 8, 16, 1, 1, 3
390 Box ∅, -12, 16, 8, 3
400 Box ∅, -28, 64, 24, 3
40 Box -24, -28, 1, 24, 3
420 Box 24, -28, 1, 24, 3
470 Box 14, -2, 3, 3, 3
480 Box -14, -2, 3, 3, 3
500 GOSUB 3000
520 CLEAR; RETURN

1030 NT=∅; CLEAR
1035 GOSUB 350
1040 CX=-50; CY=70
1050 PRINT " F I N D  Y O G I
```

```
1070 G=G+1
1080 A=RND(9) ; B=RND(9)
1090 FOR K=1 TO 5
1092 PRINT; GOSUB 3020; CX=-60
1100 PRINT " GUESS X & Y
1102 X=KP-48; Y=KP-48; CLEAR
1110 PRINT " GUESS # ", #2, K, "=
    ", #1, X, ",", #2, Y
1115 PRINT
1120 IF Y=A IF X=B GOTO 1210
1130 GOSUB 1280; NEXT K
1150 BC=69; FC=24; CY=0
1152 NT=18 ; PRINT " 50 50 200
    10000; NT=0
1160 PRINT " SORRY! THAT'S 5
    GUESSES!"
1162 PRINT
1170 PRINT "YOGI WAS @", #2,
    A, "," , #3, B
1175 PRINT; GOSUB 3020
1180 PRINT; PRINT "PLAY AGAIN?
    Y(1)  N(4)"
1190 Z=KP-48; CLEAR
1200 IF Z=1 GOTO 1030
1205 IF Z=4 GOTO 1440
1210 CLEAR; NT=12; BC=127;
    FC=121
1218 FOR A=1 TO 2
1220 PRINT " 30 500 340 500 000
1222 NEXT A; NT=0; CLEAR
1224 CX=-40; CY=-40
1230 PRINT " YOU FOUND YOGI
1232 GOSUB 300; PRINT; CX=-60
1234 PRINT " IN ", #2, K, #2,
    " TRIES
1240 PRINT "WHO WON?
    PLAYER 1 OR 2
1250 P=KP-48
1254 IF P>2 PRINT "REENTER";
    GOTO 1240
1260 IF P=1 GOTO 1380
1270 IF P=2 GOTO 1410
1280 IF X=B PRINT "X ok";
    GOTO 1320
1290 IF X<B GOTO 1310
                    OVER →
```

```
1300 PRINT " GO SOUTH - X";
     GOTO 1320
1310 PRINT" GO NORTH + X"
1320 IF Y=A PRINT"Y OK";
     GOTO 1370
1330 IF Y < A GOTO 1360
1340 PRINT " GO WEST - Y"
1350 GOTO 1370
1360 PRINT " GO EAST + Y"
1370 RETURN
1380 D = D+1
1390 PRINT "# OF TRIES"; E =KP-48
1400 F = E+E; GOTO 1180
1410 C = C+1
1420 PRINT "# ot TRIES"; H =KP-48
1430 J= J+H; GOTO 1180
1440 PRINT " PLAYER #1 WON",
     #2, D, #2, " GAMES
1450 PRINT " WITH ", #2, F, #2,
     " TRIES
1460 PRINT " PLAYER #2 WON",
     #2, C, #2, " GAMES
1470 PRINT " WITH ", #2, J,
     #2, " TRIES
1480 PRINT "   TOTAL GAMES
     = ", #2, G
1485 PRINT; PRINT
1490 CX = -60
1500 PRINT "E N D  OF  Y O G I
1570 STOP

3000 FOR Z = 1 TO 1200; NEXT Z;
     RETURN
3020 BC = RND(17) m 8 +116;
     FC = BC+4; RETURN

3030.: RETURN; RUN GO [ ON TAPE ]

     UNUSED MEMORY  SZ = $7
```

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BALLY T-BASIC PROGRAMS   BY: STAN KENDALL   DATE 2/20/82

PROGRAM M-II (95-110)

1. 2. 3.
6. PROC. M-II 7. BY S. KENDALL
8. EVER CHANGING CROSS

```
10 CLEAR ; BC=119
20 FOR A=12 TO 24 Step 2
30 FOR C=1 TO 30
40 B=RND (A) m 2
52 FOR D=-50 TO 50 Step 10
54 BOX D, Ø, B, B, 3
56 NEXT D
70 FOR E=-30 TO 30 Step 10
72 BOX Ø, E, B, B, 3
74 NEXT E
80 NEXT C
84 FOR W=1 TO 600 ; NEXT W
90 BC=RND(17) m 8+116
100 NEXT A    92 BOX Ø,Ø,158,86,3
110 STOP
120. WAIT FOR -
130. : RETURN ; RUN GO
140. ON SCREEN
```

PROG. M-III (115—130)

VARIATION of M-II

1. 2. 3.

```
10 CLEAR ; BC=119
20 FOR A=12 TO 24 Step 2
30 FOR C=1 TO 30
40 B=RND(A) m 2
52 FOR D=-60 TO 60 Steps 5
54 BOX D, Ø, B, B, 3
56 NEXT D
70 FOR E=-30 TO 30 Step 10
72 BOX Ø, E, B m 2, B m 2, 3
74 NEXT E
80 NEXT C
84 60 FOR W=1 TO 600 ; NEXT W
90 BC=RND(17) m 8+116
92 BOX Ø, Ø, 158, 86, 3
100 NEXT A
110 STOP
```

INSTRUCTIONS & ASSIGNED CONSTANTS
A B C D E F G H I J K L M N O P Q R S T
m = multiply ; d = divide   U V W X Y Z

* A SHORT BUT ATTRACTIVE

PROGRAM - DESIGN

MANY ATTRACTIVE

VARIATIONS CAN be made of

This prog by Changing Box

PARAMETERS / CHANGE

LINES 20, 30, 40, 70

PROG. Could easily be Changed

TO INPUT different box &

step sizes From The KeyBoard.

The VARIATIONS & Different

DESIGNS ARE EXTENSIVE